



 *WITH AUTHORITY!*TM

GAME MANUAL

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- Original Game Design by Blue Sky Red Design, <http://www.blueskyred.com/>
- Contains software based on the Independent JPEG Group.
- Contains the RSA Data Security, Inc. MD5 Message-Digest Algorithm.
- Crypto++ 2.1 cryptographic library by Wei Dai, <http://www.eskimo.com/~weidai>



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Chapter 1: Introduction


Chapter Overview


- Welcome to  *With Authority!*TM
- The Object of the Game
- Using this Manual
- System Requirements
- Contact Information

Welcome To *With Authority!*TM


 *With Authority!*TM is an Online Strategy Game in which you face off against an opponent over the Internet with your choice of  Superstar stars. To assist your  Superstar, you will construct a Playbook of various moves, counters, specials and momentum pages. These pages are graphically represented on your screen and feature pictures of Superstars, show specific rules, and list fascinating statistics. Pages can be purchased (in playbooks and booster packs) and traded. Genetic Anomalies' unique Collectible BitsTM technology keeps everyone honest and the pages legal.


Our Internet tournaments allow you to compete with players from all over the world, with rules and page restrictions handled by the computers.  *With Authority!*TM even tallies wins and losses to track your ranking among thousands of players worldwide.

The object of  *With Authority!*TM is to defeat your opponent in the ring. You do this by playing *Moves* on your opponent to do damage to him and eventually reduce his *Hit Points* making it easier for you to pin him. Other types of pages, called *Specials* will allow you to do unique maneuvers or gain information about your opponent's status. A key type of page is called *Momentum*. *Momentum*, when played, give your Superstar the skills and drive necessary to pull off the more difficult moves.

Unlike physical card or board games,  *With Authority!*TM utilizes the concepts of hidden statistics, which keeps the physical status of your Superstar hidden from the other player. This means you'll have to judge by "feel" when you should go for your finishing move and pin your opponent. Try too soon, and you could find yourself on the bitter end of a Hurricanrana counter!



The Object of the Game

You are a  Superstar. When you enter the ring, you seek nothing else but to put the SmackDownTM on your opponent. Sure, the match will usually end with a pin or tap out, but before that happens you will have plenty of time to toss your opponent around the ring like a cheesecloth doll. Total domination is what you crave, and making your enemies cry is just icing on the cake.



Your goal in  *With Authority!*TM is to pin your opponent or force him to submit. This is best accomplished if you have already beaten your opponent to a bloody mess. You will play various

moves on your opponent to deal out the damage. Once he is damaged to a significant degree pinning becomes easier, and he is also more likely to tap out of a submission hold.

Using this Manual

This manual is meant to provide you with the basic tools & knowledge necessary to enter the world of  *With Authority!*TM It is but one of many resources that you have at your disposal. We encourage you to frequent the official  *With Authority!*TM web site where you will find constantly updated information. You can find it at <http://www.withauthority.com/> . We also encourage you to read the news screen in the game each time you log in – you can't miss it. It has got all the news, tournament, and update information you'll need to get to the top!

System Requirements

- Windows 95, Windows 98, Windows ME or Windows NT 4.0.  *With Authority!*TM will not work on earlier versions of Windows or Windows NT, so please don't try it!
- DirectX 7.0 or higher
- 800x600 resolution or higher and at least 8-bit (256) color depth.
- A Pentium or faster CPU with at least 16MB of memory.
- An Internet connection, either through a dial-up line to an Internet Service Provider (ISP) or a direct network connection.
-  *With Authority!*TM can generally deal with firewalls as long as they permit outbound connections and are not made of actual fire.

Contact Information

For a listing of our various contact email addresses and phone numbers, please go to the following URL:

<http://www.withauthority.com/support/contactus.html>





Chapter 2: Pages

Chapter Overview

- Your Playbook
- Your Superstar
- Moves Pages
- Momentum Pages


- Specials Pages
- Managing and Tuning Your Playbook


Your Playbook

The first step to playing  *With Authority!*TM is building a Playbook. You can think of a Playbook as a deck of playing cards made up of “Pages”. There are hundreds of different kinds of Pages in *With Authority!*, but you’ll only need a few of these to construct a Playbook that best suits your strategy and your  Superstar. When you start playing the game, you will create a new manager and  *With Authority!*TM will generate a *practice starter Playbook* consisting of fifty-five pages. These pages are randomly chosen from a larger set according to their frequency, or rarity. Unlike the pages you will purchase and own, the pages in practice Playbook cannot be sold or traded away. You can use the practice Playbook to get the hang of the game, but if you want to build your own playbooks, you’ll need to purchase pages online. You will build your Playbook out of your whole collection, and you can find a complete listing of all the pages currently available on the  *With Authority!*TM web site. Ok, let's just get down to basics.

There are four different types of pages in the game, listed below.

- Superstar Pages
- Moves Pages
- Momentum Pages
- Specials Pages

All pages in  *With Authority!*TM have at least two sides, and some have three! To view the back of a page, simply double-click the page in the large page viewer on the upper-left side of the screen (in either the Manage Playbooks screen or the Game Screen). This will flip the page over so you can see the backside contents of the page. Some pages also have a third side for showing any video clips associated with the page. To view this video, simply click the “video” button on the page. When you are done viewing the video, double click the page in the page viewer to flip the page back over to the first side. Your Superstar

You will play as the Manager of a  Superstar in the game and will have a choice of many different Superstars to manage, each with his own unique characteristics and attributes. You will tailor the contents of your Playbook around which Superstar you choose to use.

Superstar Page Attributes

Every Superstar has a set of attributes that describes his capabilities:

- **Name:** This is the name of your Superstar.
- **Hit Points:** Hit points are a measure of a Superstar’s health. Every time a Superstar is hit with a *Move*, he loses hit points. As a Superstar’s *Hit Points* are reduced, he becomes easier and easier to pin, and is more likely to tap out if he is in a submission hold. If a Superstar’s *Hit*

Points are reduced to 0 he is still in the game, but is very vulnerable. A Superstar's starting *Hit Points* are shown on the back of the Superstar page in the circle with an "HP" above it.

- **Momentum Maximums:** This lists the most amount of *Momentum* pages you can have in play. There are different types of *Momentum* pages and different Superstars have different *Momentum Maximums*. *Momentum Maximums* are shown on the back of the Superstar page, and the maximums are represented by *Momentum* icons.
- **Special Ability:** Some Superstars have a *Special Ability* listed on their page. This *Special Ability* can be used at certain times during the game, depending on what the *Special Ability* is. Whenever you have the option of using the *Special Ability* during the game, your Superstar's name will receive a bright green border on the game screen. Whether or not you want to use the *Special Ability* at that time is up to you. A Superstar's *Special Ability* appears on the back of the Superstar page.


Using Superstar Pages

Whenever you construct a Playbook, you will have to choose a Superstar to put into that Playbook. The Superstar you choose will be your "alter-ego" in the game. Which Superstar you choose will help determine the strategy of your Playbook. For example, if you were to put X-Pac into your Playbook as your Superstar you would probably want to make a Playbook that has a lot of *Impact Moves*, since X-Pac gets bonuses when doing these types of *Moves*.

Putting A Superstar In Your Playbook

When you are constructing a Playbook in the Manage Playbook Screen, you will notice there is a slot in your opened Playbook that says "Place the Superstar that will represent this Playbook here". This is where you put the Superstar you want to use with this Playbook. You cannot put more than one Superstar into this slot.


Moves Pages

Moves Pages are fundamental to any Playbook used in  *With Authority!*TM These are the pages you will use to damage your opponent to the extent that you will be able to pin him or get him to tap out. You will also use *Moves Pages* to counter your opponents moves, preventing him from damaging YOU.


Moves Pages have six characteristics which are used to determine how powerful or effective the move is:

- **Move Type:** This characteristic is on the back of every *Move Page*, in the lower right corner. Every move is given a *Move Type*. The type of move will determine which pages can counter that move. For example, the Move Page "Punch" is an Arm Extended *Move Type*. Since the counter-*Move* Arm Drag Counter can counter Arm Extended *Moves*, if your opponent plays a Punch you can counter that *Move* with an Arm Drag Counter.

- **Cost:** The number after the word “Cost”, plus any colored icons to the right of the circle, represents the amount of Momentum you must have in play in order to play the particular page. Momentum is described a little later in the rules, but for now you should know that there are two types of Momentum, “Attitude Momentum” and “Ability Momentum”. How much of each type of Momentum you need to use a page is listed here. A page which has a cost of “7 ” and also has two Agility icons means that page requires 7 Momentum to be used, at least two of which must be Agility Momentum. The remaining 5 Momentum needed could either be Attitude Momentum or Ability Momentum. If you do not have the correct amount of Momentum, you cannot use the page.
- **Damage:** The number after “DMG” is the amount of damage the page does and appears on the front and back of every *Move Page*. This is how many points will be removed from your opponent’s *Hit Points* characteristic if you successfully hit with this move. Other pages in play, and certain other things like being at ringside, can affect this amount. How much *Damage* you actually do to your opponent with a move will be unknown to you, since *Hit Points* are not revealed to opposing players. Judging how much *Damage* you have done to your opponent over the course of the game will be a crucial part of the game, and will be a skill based on intuition and experience.
- **Counters:** This characteristic appears on the back of every *Move Page* and will be the first thing mentioned in the page description area. Listed here are the *Move Types* that this page will counter. If your opponent plays a *Move Page* that is a *Move Type* you are able to counter, then you can play that page to negate his attack. You must, however, have the appropriate amount of Momentum, listed in the *Cost* characteristic, in order to use a page as a counter to a move. Some pages will counter more than one *Move Type*, and some may counter no *Move Types* at all.
- **Also Countered By:** This characteristic will on the back of *Move Pages* in the page description area. This lists pages that can counter this move specifically. There may be pages that cannot counter the specific *Move Type* of a page, but can still counter that page because it is listed in the *Also Countered By* description. For example, Clothesline is a Mad Rush *Move Type*, and listed in its *Also Countered By* are Clothesline and Duck. Normally, Clothesline could only be countered by moves that counter Mad Rush moves, but other Duck and Clothesline can also be used as a counter move because this page says that they can.
- **Method:** This characteristic is listed on the back of every *Move Page* in white lettering at the top of the page. This is a move category that is used to activate the effects of other pages. The *Method* types are Agility, Strike, Strength, and Technical. Other pages (such as a *Special* that gives damage bonuses) may require that the move to be affected be of a specific *Method*. The border of every Move page is colored to reflect the type of *Method* the page is: green for Technical, red for Strike, blue for Agility, and orange for Strength.
- **Keywords:** Most *Moves* pages have *Keywords* listed at the top of the page. *Keywords* are special descriptions of the page which can influence game play. For example, the *Move Page* “Splash” has the *Keywords* Impact and Drop. When outside the ring all *Moves* with the Drop *Keyword* have the chance to do double damage, so using “Splash” outside the ring would be a good idea!

At the bottom of most *Move* pages will also be a text description of any special rules or requirements for that page. Some *Moves* may do extra damage in certain game situations, others may say that they cannot be used in certain game situations. A big part of the strategy in  *With Authority!*TM is knowing the strengths and limitations of the pages you put into your Playbook.

Using Moves Pages

You want to beat down your opponent, don't ya? And when he tries to punch you in the face you want to grab his arm, twist it behind his head and knee 'em in the small of the back, don't ya? That's right, you do...and using *Move* pages is just how you do those things, and more, in  *With Authority!*TM

During the course of the game, you will use *Move* pages to damage your opponent and to counter any *Move* pages he tries to play on you. To play a *Move* page simply click on the page in your hand and hit the **Play** button. There are two times when you can play a *Move* page; When you are in Control and when you counter an opponent's *Move* page.

When you are in Control (see Chapter 3: **Control and Momentum**) you have the opportunity to play a *Move* page. If you are in Control and DON'T play a *Move* page (because you don't want to, or don't have one in your hand that you can play) the game turn will end and your opponent will start the next turn in Control. To play a *Move* page when you are in Control, you must have enough Momentum to play the page. Each *Move* page lists how much Momentum it needs to be played, and also if it needs any specific *Ability* Momentum. As long as you have the required Momentum you can play the page.


Moves Pages that are legal for you to play (i.e. you have enough Momentum) will be highlighted in yellow when it is your turn to play a page. This will make it easier for you to determine which page you should play.

Some move require certain game situations before you are allowed to play it. One common restriction is "Play only if your opponent is on the mat." You can't do The People's Elbow on someone who is standing up! If you think you should be able to play a move but the game prevents it, be sure to read the move's description for restrictions like this one.

When your opponent plays a *Move* page on you, you will have an opportunity to counter that page. As noted above, every *Move* page has a *Move Type* characteristic. If you have a *Move* page in your hand that *Counters* the *Move Type* or is listed in the *Moves Also Countered By* list, then you can use that *Move* to block your opponents *Move*. You must have the required amount of Momentum to use the page as a counter, however. If you DO counter an opponent's *Move*, then he will take whatever damage is listed on the counter page. Your opponent will, however, have the opportunity to reverse your counter! Countering opponent's counter *Moves* continues back and forth until one player cannot counter, at which point he takes damage from the last *Move* played by his opponent. Whichever player ends up hitting his opponent with a *Move* gains (or retains) Control!

Whenever you hit (i.e. your opponent does not counter the *Move*) your opponent with a *Move* page, your opponent takes the damage listed on the page. If the *Move* page has any special effects, such as Auto-Pin or Stuns Opponent, these effects will also take effect. Whenever you hit your opponent with a *Move* you also gain 1 Attitude Momentum, and your opponent loses 1 Attitude Momentum (see Chapter 3 **Control and Momentum**)

Crowd Support

During the course of a match, you might be tempted to keep hitting your opponent with one particular *Move Type*. After all, if he didn't counter the first one he probably won't be able to counter another one! Hitting your opponent with "Punch" after "Punch", however, would certainly be boring, and  matchups are anything but boring! For this reason we have a special rule called *Crowd Support*.

Whenever you hit your opponent with a *Move* that has the same *Move Type* as any other *Move* that you have hit with previously during the current Control sequence, your opponent will receive a free page in his hand called "Crowd Support". This page is a *Special Page* that can be played by your opponent to draw a page from his Playbook and to gain 1 extra point of Attitude Momentum if he hits with a move. Since this is a *Special Page*, your opponent will be able to play the "Crowd Support" page while on the defensive.

So, hitting your opponent with *Move* after *Move* of the same *Move Type* might seem like a good idea, but you'll be giving your opponent an opportunity to quickly come back and give you just-deserved Smackdown™!

Momentum Pages

Momentum pages are used to increase your Superstar's Momentum total, and to give your Superstar specific Momentum, such as Strength Momentum, he may need to pull off certain moves. There are 5 types of *Momentum* pages: Strength, Strike, Agility, Knowledge and Technical. A major part in Playbook building strategy is deciding which kind, and how many, of *Momentum* pages to include in your Playbook.

Playing Momentum Pages

Momentum pages can only be played when you are in Control. To play a *Momentum* page click on the page in your hand and hit the **Play** button. If you are in Control you can play a *Momentum* page during the Moves Step of the turn. Only one *Momentum* page can be played per turn. When the *Momentum* page is played, your Superstar's Momentum in the specific type, such as Agility or Strength, is immediately raised. You can only play a Momentum page before you play your Moves page for the turn.

Momentum Page Maximums

Depending on which Superstar you are using in your Playbook, you may have a limit on the number of *Momentum* pages you can use to enhance that Superstar's Ability Momentum. Every Superstar has a *Momentum Maximum* characteristic, which lists a value for any Momentum TYPES that Superstar cannot exceed in the course of a game. For example, The Rock has a *Momentum Maximum* score of 1 Agility and 2 Technical. This means The Rock may never have Momentum greater than 1 in Agility or 2 in Technical. Once the maximum has been reached, you simply will not have the option of playing any more *Momentum* pages of the maximized momentum type.

Specific Momentum vs. Attitude Momentum

Both specific Momentum types and Attitude Momentum give you the Momentum points you need to play *Moves* pages. However, there is a difference between the two. Many *Moves* not

only require a certain amount of Momentum to be played, but they also require a certain amount of specific Momentum. For example, the *Move* “2nd Rope Leg Drop” requires 9 Momentum to play. But it also requires that at least 2 of the 9 Momentum be Agility Momentum. The remaining 7 points of Momentum can be of any type, but at least 2 Agility Momentum is needed to use the *Move* page.

The other way specific Momentum is different from Attitude Momentum is the fact that you will never lose specific Momentum points. During the course of the game it is possible for you to lose Attitude Momentum when you are hit by your opponent’s *Moves*. This lost Momentum will only be subtracted from your Attitude Momentum; however, never your specific Momentum. Even if you have no Attitude Momentum left to lose you still will not lose specific Momentum.

Specials Pages

Specials pages are used to create drastic and sometimes match winning effects in the game. *Specials* come in many different varieties, doing everything from extra damage, to kicking out of pin attempts, to giving one player information on the other’s Hit Point and Momentum scores. Choosing which *Specials* pages to include in your Playbook could be the decision between victory and defeat.


Using Specials Pages

Just as with *Moves* pages, most *Specials* pages require a certain amount of Momentum to be used. The amount of Momentum is listed on the *Specials* page as the *Cost* characteristic. Unless you have the amount of Momentum listed in the *Cost* characteristic, you cannot use that *Special*.



If you have the proper amount of Momentum, you will be able to use *Specials* pages both when you have Control, and when you are Countering an opponent’s *Move*. You can only play one *Special* per turn, however, whether you have Control or not. Any *Specials* page that is legal for you to play will be highlighted with a yellow border at the time you can play it. To play a *Special* page click on the page in your hand and hit the **Play** button.

Like some *Moves* pages, many *Specials* will have play restrictions. Spanish Announce Table is a fun page to use, but you can’t play it until you are at the ringside area. Be sure to read your *Special* pages carefully.

Effects of Specials Pages

It is impossible to list here all the effects of the many different *Specials* pages in  *With Authority!*TM. Instead, the effects are listed on the *Specials* pages themselves. Whatever it says on the *Specials* page is what it does, even if it seems to break the game rules. *Specials* are, well, special, and are not limited by the rules of the game-they can do anything!

Managing and Tuning Your Playbook

You know the phrase "Practice makes perfect." Well, in terms of playing  *With Authority!*TM with a maximum advantage, we need to modify that saying to be "Practice *and tuning your Playbook* makes perfect." Playbook tuning is one of the most important aspects of  *With Authority!*TM and takes a great deal of skill and experience.

When you create a manager, a starter set of 58 pages is generated (plus one Superstar), and your default Playbook consists of these pages. But generally, you will not want all 58 of these pages in your Playbook. The first reason is, not all of the pages will be usable. For example, if your Superstar has a *Momentum Maximum* of 1 Agility, then there is no use in having a 2nd Rope Splash page in your Playbook since it requires 2 Agility to play. Or you might have some *Moves* than can be played only after you hit with a Takedown *Move*, but you have no Takedown *Moves*!

The second reason is that not all pages work well together. Some pages have very specific uses, like the “Working Stiff” *Specials* page, which enhances all your Strike *Moves* causing them to do up to +5 damage. Ideally, you want to include lots of Strike *Moves* pages to maximize the usefulness of “Working Stiff”.

The fourth reason for not including all 58 pages in your Playbook is that the smaller your Playbook, the greater the odds of drawing a page you need when you need it. The smallest allowable number of pages in a Playbook is 55, and for a consistent chance of winning, you should try to get as close to that number as possible. You will very rarely last longer than 50 turns against a human opponent, which is when you would stop drawing pages with a 55-page Playbook. If you were playing with a 70-page Playbook, and the game only lasted thirty turns, you would never have seen more than half your Playbook. In general you will benefit by having as small a Playbook as possible.

At this point you may be wondering how you would go about tuning your Playbook.

Tuning Your Playbook

- **Bringing up the Manage Playbook screen.** Select the **Manage Playbook** button from the main screen. The Playbook management screen will appear, displaying all of your pages. From here you can arrange all of the pages in your collection and change the pages in your Playbook, or you can create a new Playbook.
- **Viewing pages you have, but are not currently displayed on the top column.** If there are more pages than can be displayed on one column, you can use the scroll bar to the right of the column to scroll down through your pages. If you hold down the **Ctrl** key while clicking the arrow in the scrollbar, the scrolling will be much quicker.
- **Viewing pages more closely, for more information.** Select a page to view a close-up of it in the space to the left of your collection. Clicking on the close-up shows the back of the page, where you can see a full listing of the statistics for the page, along with any special rules, abilities, or descriptions.
- **Modifying the current Playbook.** The top column of pages is your current Playbook. The first slot on this column is where you will put the Superstar you want to use with the Playbook. The next 5 slots are where you will put the 5 pages you wish to start the game with in your hand. The columns below are scrap piles where you can arrange your pages and keep any that you don’t want in your Playbook. You can select pages and drag them individually, or you can select blocks of pages by holding down the shift key while clicking on the first and last pages that you want to select. If you click on the label to the left of a column, you’ll get the option of selecting the entire column. You’ll also see a list of sorting

options. You can sort a column by name, page type, ability type, rarity, momentum, and other options. You can also export a list of the pages in the column to a text file.

- **Creating new piles.** Click on the **Split** button on the right side of the screen and your screen will be split into a number of columns. Each of these columns can be further split by clicking the Split button at the top of each column. Pressing the Join button will merge the two columns together again.
- **Creating new Playbooks.** Click on the **New Playbook** button in the button window to the left on the screen. This will open up a new, blank Playbook which you can begin to construct. Playbooks are subject to certain restrictions; no Playbook should have fewer than 55 pages, no more than 5 copies of any particular page can be included in a Playbook, and every Playbook must include exactly 1 Superstar. There are no restrictions on the maximum number of pages you can include in your Playbook.
- **Thinking more about the tuning process.** Begin the process of tuning your Playbook by familiarizing yourself with the pages in your collection. Then try to weed out any pages that you can't use.

Next, take a look at what you have left. If you have a lot of ability momentum *Moves*, make sure that you have enough *Momentum* pages of the correct type to use them. If you have 5 *Moves* that require 1 Knowledge in your Playbook, but only one Knowledge *Momentum* page, you run the risk of not drawing the Knowledge page until very late in the game. In which case, any Knowledge based pages in your hand will be dead weight. To avoid this problem, include a Knowledge page in your starting hand. However, this replaces one move from your starting hand.

Any pages which depend on other pages to be useful are potentially risky. There are great rewards when a combo works— when you can pair up a “Working Stiff” with a “Corner Charge” you could crush your opponent in only a few turns— but it can be risky to base your Playbook on chance.

If you still have too many pages, try pulling out some of your high momentum cost *Moves*. Try to keep a balance between low and high cost *Moves*...after all, without the low cost moves to give you Move Momentum, you will probably never be able to play the high cost *Moves* anyway. Also, if your Playbook only uses *Moves* that need only 1 or 2 of a specific Momentum, then consider putting those *Momentum* pages into your starting hand-this way you won't have to include a great number of them in your Playbook to increase the chances of drawing one.

If you find yourself losing, try to figure out why. Is the computer constantly beating you because you cannot counter his *Moves*? Try to include more defensive *Moves* in your Playbook. Are you finding that even if you start with Control your offensive peters out after a few turns? Try making sure that your starting hand includes moves that gradually increase in Momentum cost. If your starting hand includes high Momentum cost pages, you'll be unable to play them right away.

The beginning default Playbook is a balanced, well thought out construction. You will probably find that this Playbook needs little or no tuning. Once you register, however, and

start buying more pages for your collection and making new Playbooks, tuning will become more and more important.


When you start beating the computer more often, and you feel comfortable with your Playbook, it might be time to try a human opponent. Head into the Locker Room by clicking the “Play Online” button from the Main Menu. Ask someone to a practice (unranked) match to get the hang of things. Once you start laying out your opponents, it might be time to try your hand at ranked play.

Chapter 3: Control and Momentum

Chapter Overview

- Control
 - The Benefits of Control
 - Losing and Regaining Control
- Momentum
 - Gaining and Losing Momentum
 - Specific Momentum
 - Attitude Momentum

Control

 *With Authority!*TM is all about gaining and maintaining Control. When you have Control you get to dictate the pace of the game, and you will have more options as to which pages you play. When you are not in Control, all you can do is react to the other players actions, and hope you are able to wrest Control away from him.

The game starts with a random player starting in Control. During the course of the game, Control is given to the last player to connect with a *Move*. Since this includes hitting with a counter, a player can wrest Control from his opponent by successfully countering a *Move*. During a typical game, Control will change back and forth many times. What you do during your Control turn will determine who wins and who loses.

In the game screen, the Superstar who is in Control will have a yellow “highlight” around his picture.

The Benefits of Control

When you are Control you have certain benefits during the Control Step of the turn. For one, you will be able to play *Momentum Pages* (one per turn) that will increase your Momentum. You will also be able to choose any *Move* from your hand that you are able to use and play it on your opponent. All your opponent will be able to do is try to counter your *Move*. If he doesn’t counter it, then its on to the next turn with you still in Control!

Another benefit to having Control is that you will have the option to try and Pin your opponent. Since pinning is one of the win conditions in the game, having Control becomes even more important.

Some pages give extra abilities to your Superstar while you are in Control. Obviously the proper use and timing of these pages will make you even more unstoppable while you have Control!

Losing and Regaining Control

Control is given to the player who last connected with a *Move* page. If you play a *Move* on your opponent and he counters, he will gain Control (unless you counter his counter, in which case you maintain Control...unless he counters your counter-counter...we could go on forever, but you get the idea, right?) If you successfully counters an opponent's *Move*, then the turn ends and a new turn begins with YOU in Control.

Momentum

Momentum is the lifeblood of your Superstar. The more Momentum you have, the more and more powerful and hurtful moves you can play on your opponent. Almost every page in the game requires some Momentum to play, so maintaining a good Momentum score is very, very important.

Players start the game with zero Momentum. During the course of the game, your Momentum score will go up and down, depending on your actions, and the actions of your opponent.

Gaining and Losing Momentum

There are two ways to gain Momentum. The first is by playing *Momentum* pages when you are in Control. Each *Momentum* page gives you one Momentum of a particular type, either Agility, Strength, Strike, Knowledge or Technical. The second way to gain Momentum is by hitting your opponent with *Moves*. Each time you hit your opponent with a *Move*, you generally gain 1 Attitude Momentum. Some *Move* pages may give you more Momentum for successfully hitting, some may give you none, but for the most part you gain 1 Attitude Momentum when you hit with a *Move*.

Note: Hitting your opponent with a defensive move does not gain you any Attitude Momentum. Each *Moves* page displays if it's defensive or not.

You lose Momentum whenever a *Move* hits you. You lose 1 Attitude Momentum each time you are hit. Some *Moves* may cause you to lose more or less, depending on the circumstances. You can never lose specific Momentum, such as Strength or Agility Momentum, when you are hit by a *Move*. Once you put specific Momentum into play, it's yours for the duration. Getting hit by a defensive move still causes you to lose one Attitude Momentum, even though your opponent does not GAIN any Attitude Momentum for hitting with the *Move*.

There are certain pages in the game (usually *Specials* pages) that cause a player to lose Momentum. Unless it specifically says otherwise, this lost momentum is always Attitude Momentum.

There is no maximum to the amount of Momentum you can accumulate, nor is it possible to have negative Momentum.

Specific Momentum

Specific Momentum is a special kind of Momentum that you gain whenever you play a *Momentum* page. Some *Moves* require a certain amount of a particular type of Momentum in order to be played...if you don't have enough of the specific type, you can't play the page. The different kinds of specific Momentum are Strength, Strike, Agility, Knowledge and Technical. Each time you play a *Momentum* page, you will gain 1 Momentum of the type listed on the *Momentum* page.

You will never lose specific Momentum due to being hit by an opponent's *Move*. Once you have specific Momentum, it's yours to keep.

Attitude Momentum


Attitude Momentum is often referred to as "generic" Momentum, because it's not specialized like specific Momentum. Each time you hit your opponent with a *Move*, you gain 1 Attitude Momentum. The more you hit your opponent, more Momentum you gain and the better the *Moves* pages you will be able to play, since the really good *Moves* require a lot of Momentum in order to be used.

Chapter 4: Game Turn and Step Walkthrough

Chapter Overview

- What is a Game Turn?
- What is a Game Step?
- Step Sequence

What is a Game Turn?

 *With Authority!*TM is played in Turns. During each Turn, players will play pages and use special abilities in an attempt to defeat their opponent. Players continue playing Turns until one player has won the game, or the time limit for the match has been reached.

What is a Game Step?

Turns are broken down into Steps. During each Step players will have an opportunity to play pages or use special abilities. Which step the players are currently in will determine what actions a player can make.

Steps are played in a specific order. When one Step is completed, both players move onto the next Step in the sequence.

Step Sequence

Below is the sequence the Steps are played in. When players have finished one Step, they move onto the next.

Note: A Control player is the player who currently has Control. The non-Control player is the player who does not have Control.

-Start Turn

1: Control Step

During this Step, the Control player has the opportunity to play 1 *Momentum* page and 1 *Move* page. The player also can use any special ability of their Superstar. When the player plays a *Moves* page, or clicks the Done button because he can't or won't play a *Moves* page, then the Step immediately ends. This is important to remember...if you want to play a *Momentum* page or use a special ability, make sure you do so before you play a *Moves* page!

2: Counter Step

If the Control player played a *Moves* page during the Control Step, the opponent now has a chance to counter that *Move* with a *Move* of his own. If he has a *Move* in his hand which can counter the Control Player's *Move*, and if he has enough Momentum to be able to play that *Move*, then the player can play it now. The non-Control player also has the option of using any special ability of his Superstar at this time. If the non-Control player does NOT have a counter available (or doesn't wish to use one) then the non-Control player will have to click the Done button. Both players will move onto the Refresh Step (after damage is taken from the *Move* page that was used, of course).

Note: The non-Control player can still use a special ability, even if he doesn't play a counter *Move*.

If the non-Control player DOES counter the Control player's *Move*, then the Control player has the option of countering the non-Control player's counter *Move*. This will go back and forth between the two players until one player is unable to counter the other person's *Move*. Whichever *Move* is NOT countered will deal damage to the targeted player and the player who played the damaging *Move* immediately gains Control (or keeps it if he already had it).


3: Refresh Step

During the Refresh Step neither player will be able to perform an action. This step is used by the computer to perform behind the scenes tasks. The most important thing that happens in this step is that both players get to draw a page from their Playbook to add to their hand. This happens automatically- the players don't need to do anything to get the extra page.

Other things that happen during this step include unstunning a Superstar, ending any special page effects that are scheduled to end, and changing a Superstars Status to normal in regards to *Moves* played on him LAST turn. If a Superstar is hit by a *Move* that put him "on the mat", he will get up off the mat at the end of the NEXT turn.



-End Turn

-Go To Next Turn


There you have it, the  *With Authority!*TM turn sequence. Pretty easy, huh? Remember, players will keep taking Turns until one player wins...even if one or both players have drawn all the pages from their Playbook. (You do not lose the game just because you run out of pages!)

Chapter 5: Getting Started

Chapter Overview




- Logging in
- Understanding the Main Screen Options
- Playing  *With Authority!*TM
- Exiting  *With Authority!*TM

Step 1: Logging in

When you first start the game you will see the login screen. No matter what you decide to do - play the trainer off-line, or play an opponent online - you must log in to  *With Authority!*TM


| |
|---|
| <i>Helpful Reminder: Don't Forget Your Password</i> |
| If nobody else has physical access to your computer you can leave the password blank, but if you are sharing a machine with other people we recommend that you use a password, but don't forget it. |

To log in to  *With Authority!*TM:

1. From your Windows “Start” menu, select  *With Authority!*TM. This brings up  *With Authority!*TM login screen.
 - To login as an existing Manager, select the Manager name from the list on the right and then select OK.
 - To login as a new Manager, select the Create Manager button. You must choose the Manager's name and an optional password. *Do not forget this password*, as it is the only way to access your Manager.
2. If you selected an existing Manager in step 1, and you entered a password for this Manager when you created it, the Password screen appears. Enter your password and select OK. The main  *With Authority!*TM screen appears.



Step 2: Understanding the Main Screen Options

The Main Screen has a number of options. The five buttons at the top of the Main Screen are described in the next five sections of this document. It is recommended that you read each

section so you can make an educated decision about which direction you want to take as you get started with  *With Authority!*TM Once you get started, use the guidance information on the screen to help you navigate through your chosen path.

Learn to Play

This allows you to get started easily with  *With Authority!*TM This is what we recommend to first-time users. It will help you get acquainted with the world of  *With Authority!*TM


Built into the training screen are the  *With Authority!*TM Tutorials. Tutorials are designed to take a novice user from the basics of  *With Authority!*TM up to the point where they have a good enough understanding of the game to go online and take on the world. **We highly recommend that new users go through the Tutorials.** To do so, click on **Learn to Play**, then on one of the Tutorials listed on the screen. Trust me, you'll like it!

After you have gone through all the Tutorials, the best way to get ready for a real online opponent is to play a few practice games against the computer. The computer opponent is designed to teach new players the basics before they go up against live opponents. Although it seldom provides a challenging game to experienced players, it will usually win the first few games while you are learning to play, and is also useful for testing out new Playbook configurations. To start a game against the computer opponent, click on the **Play Computer Opponent** button in the Learn To Play screen.

Manage Playbooks


This allows you to select and optimize the Playbook of pages you want to use for your upcoming matches. See the Managing and Turning Your Playbook section at the end of Chapter 2 for the full scoop about Playbook Management.

The Store


Want more pages to add to your collection? Looking for that powerful “The People’s Elbow” page? The Store is where you go to get what you need! All pages in  *With Authority!*TM are sold in booster packs or starter playbooks. Packs come with 15 random pages, playbooks come with 55 to 60. The pages contained within packs or boxes are random, with a certain number being Rare or Very Rare pages, and the rest being either Uncommon or Common.

To buy packs or starters, simply drag the desired item from the Sales Item list into your Shopping Cart. Then you'll need to fill in your credit card number, and your name and address in the Info Box at the bottom left of the screen. When you are done adding to your cart and have filled in all the appropriate info, click the **Purchase** button. You will then be asked to confirm your purchase. If you are happy with your selections, click the **Confirm Purchase** button and you are done! Your packs and/or boxes will be instantly added to your collection and you can now go to the Manage Playbook screen to find out what you've received.


The first time you purchase something from the store you MUST purchase a registration item. All Superstar Playbooks are registration items. Buying the registration item will allow you to make purchases in The Store and will allow you to take advantage of the following benefits:

- More Pages to add to the starter you've already created.
- The ability to trade pages with other players.
- The ability to be ranked among all  *With Authority!*TM players worldwide.
- The ability to buy booster pages.
- The ability to participate in tournaments.



Before you decide to register, there are a few important things you should be aware of:

You should make sure that you can play the game before you register. If you try to  *With Authority!*TM in 640x480 screen resolution, you will not see the entire screen – translation: the game may not be playable at 640x480 resolution. Also, if on-line play is important to you, make sure that you can successfully play against others on the Internet. We will do whatever we can to fix any connection problems, but there are certain aspects of the Internet that are beyond our control, such as unreliable ISP connections.

Your collection of pages is recorded by our server when you register your manager, and every time you make a trade or buy boosters. If anything ever happens to the manager file on your computer, we can easily restore your pages. So, while we do recommend that you keep a backup of your manager file and update it any time you make a change to it, you should not be concerned about losing your investment due to a hard drive crash.

To register your manager, simply purchase a Superstar Playbook. This purchase will automatically register your Manager. From that point on, you will have all the benefits and joys of being a registered  *With Authority!*TM player!


Enter The Chat Screen


By clicking the **Play Online** button in the Main screen you will be taken to the  *With Authority!*TM Chat Screen. Here you will be able to go deep into the live  *With Authority!*TM world experience.

In the Chat Screen you can:

- **Chat.** You can chat with other players about all kinds 'o stuff, including page trades.
- **Challenge.** This is where you challenge and select opponents.
- **Trade.** This is where you trade pages (registered players only)
- **Create Rooms.** You can create a room by clicking the “Create Room” button near the top of the screen. If you are looking for a particular type of match, or are looking to have a private conversation, create a room! (You can also password-protect the room – see the dialog in the game for more information.)

Manager Info

To play  *With Authority!*TM you must first create a Manager. Your Manager contains all the information about you that is relevant from game to game, the most important of which is the collection of pages that you own. You can create as many different Managers as you wish; each one will have a different mix of pages.

After you have created a Manager, you are brought to the Main Screen (a.k.a. the News screen). At this time, the game will attempt to connect to the  *With Authority!*TM server through the Internet.

No matter how much you try to plan ahead, eventually you are going to realize that your Manager's name ~~sucks~~... um, isn't exactly as robust as you might like. Fortunately, the Manager Info button allows you to easily fix problems such as these.

To modify an existing Manager:

1. Select the **Manager Info** button to bring up the Manager Info Screen.
2. Make modifications to an existing Manager.
3. Select the **Change Info** button to save your modifications. (To exit without saving your changes, select Main Menu from the top of the screen.)

Step 3: Playing *With Authority!*TM

After you have found someone to play with (or are playing with the trainer), the game starts and a random player is chosen to have Control.

Taking Turns

The Playbook that you chose to use is shuffled and you are given the five pages you chose to start with at the beginning of the game (remember doing that in the Manage Playbook Screen?). At the end of every turn, both players draw one page from their Playbooks.

If you are in Control you will be able to play a *Momentum* page during the turn. You will also be able to play *Moves* and *Specials*. If you are not in Control, then you will only be able to play *Moves* and *Specials* in response to your opponent's actions. If you are not in Control, you will not be able to play *Momentum* pages.

The game continues even after both players have drawn every page from their Playbooks. The first person to successfully pin their opponent, or cause him to tap out from a submission move, wins the game.

The Interface

The game screen is divided into different sections. If you hover your mouse over any particular part of the screen, you will view a brief pop-up window explaining what it is that your mouse is pointing at.

The Ring


In this section of the interface, you will see a side view of the wrestling ring. In the ring you will notice a thumbnail graphic of your Superstar and the Superstar chosen by your opponent. Whenever you play pages in the game, they will appear here in the Ring view so that players will be able to follow the action. Clicking on pages that appear in the Ring will highlight those pages in the Page Close-up section of the game screen.

Your Pages

As you draw pages from your Playbook during the course of the game, they will appear in your hand. Any *Move* pages that you have successfully hit your opponent with will appear in the Hit Moves section of the game screen.


During the course of the game, whenever you have the opportunity to play pages, a green border will appear around those pages which are legal moves at that time. A page that does not have a green border either can't be played at that particular moment, or you don't have enough Momentum to use the page.

Chat

Chatting with (and sometime taunting) your opponent is a key part of  *With Authority!*TM The chat input line is located at the bottom of the screen. All incoming and outgoing chat messages are listed in the chat messages area located just above the pages in your hand.

Status View

The Status View shows you some vital statistics of your Superstar. Here you will see how many Hit Points you have remaining, as well as how much Momentum you have gained. You will also find here the amount of Submission damage you have taken, and what your current position is (on the mat, on the ropes, etc).

By clicking on your opponent's head in the ring, you will see a similar setup for the statistics of the opposing Superstar. Since most statistics are kept secret in  *With Authority!*TM most of these statistics will be blank. Certain pages used during the game will allow you access to this information.


The Status View will show the status of whichever Superstar is currently selected. You can select a Superstar by left-clicking on the Superstar's image in the game screen, or on his name below the image. By default, you view your own Superstar's status at the beginning of each match.

Page Close-Up

Clicking on any visible page will give you a close-up view in the upper left section of the interface. Double-clicking on the page close-up image will "flip" the page, allowing you to see the information on the front and back of the page.


Some pages have video clips associated with them. These pages have a "video" button in the Page Viewer. Click this button to activate the video, demonstrating the move or entrance video. When you are through watching the video, click the page in the viewer and you will return to the "regular" page view.

Control Buttons

The control buttons allow you to control certain actions in  *With Authority!*™ Depending on the section of the game, one or more of the following control buttons may be available to you:

- **Pass:** End your turn & pass control of the game back to your opponent.
- **Play:** Use the currently selected page.
- **Pin:** Attempt to pin your opponent.
- **Auto-Counter:** Allows you to Ditch pages from your hand to counter your opponent's *Move*.
- **Ditch:** Removes the currently selected page from your hand.
- **Special:** Uses the currently selected Superstar's Special Ability.
- **Release Hold:** Releases a Submission hold you currently have on your opponent.
- **Game Options:** View a list of game functions and controls.

Step 4: Exiting *With Authority!*™ and Game Options


To exit  *With Authority!*™, press **Esc** at any time. A popup box will appear with the following options:

- **Quit:** Allows you to quit the game.
- **Login Screen:** Brings you to the Login Screen to log in as a different Manager.
- **Cancel:** Returns you to the game.
- **Options:** View a list of options that you can change. The options available are:

1. **Disable TitanTrons™.** Allows you to turn the TitanTron™ videos on or off at the start of a match.
2. **No Game Popups.** Turns on or off the mouse popup help in the game.

| |
|---|
| <i>Helpful Hint: Getting Help</i> |
| If you don't have the Popup Help option enabled and you still want help from time to time, you can press the Ctrl key at any point and view the popup help window. |

3. **Don't Stack Hand.** Turns on or off the stacking of pages in your hand when in the game. With stacking on you'll be able to see more pages in your hand.
4. **No Game Sounds.** Turns off the game effect sounds during a match.
5. **Double Click Plays Page.** Allows you to play pages from your hand by double clicking them.

6. **No Confirmation Dialogs.** Turns on or off the dialog boxes that appear to confirm that you wish to do a particular action in the game.
7. **Save Game Logs.** Turns on or off the automatic recording of play-by-play logs of your  *With Authority!*TM games to a local file. If there is ever any question about any aspect of a game, these logs can be sent to Genetic Anomalies to help us make a determination.
8. **No Crowd Noise.** Turns on or off the background crowd noise in the game.
9. **No Popups.** Turns on or off the mouse-over popups that appear in the application outside of the actual game screen.
10. **No Sound.** Turns on or off the application sounds outside of the game screen.
11. **Double Click Challenges.** Turns on or off the ability to challenge some in the Chat Screen to a game by double clicking their name in the Who's Here list.

Chapter 6: Getting Advanced



Chapter Overview

- Playing and Trading with Others
- Ring Effects and Game Types
- The Pin Math

Playing and Trading with Others

Playing Against Another Player

- From the main screen, click on the **Play Online** button.

This connects to the  *With Authority!*TM server and allows you to chat with other players who are ready to play. If you should fail to connect, see the troubleshooting guide on the  *With Authority!*TM web site (<http://www.withauthority.com/>).


- Check out the potential opponents.

The top part of the screen shows the potential opponents currently on the server.

- Chat with the person you want to play with.

The bottom part is a chat screen where you can talk to other players. Clicking on the chat room name (Locker Room) will bring up a menu of other available chat rooms. Additionally, you can create new private chat rooms at any time.

To send private messages: Normally, your chat messages are transmitted to everyone in that chat room. By using the **whisper to** option (click the **Options** button on the right side of the

screen, or use the **Ctrl-Enter** keyboard shortcut), you can send private messages to the person whose name is selected. Click on any name to select that person, and you will see the spinning  *With Authority!*TM logo appear on either side of the name. On the upper right side of the screen you will see that person's ranked game record, including wins, losses, draws, and the percentage of unresolved games. You will also see a **Challenge** button.

- To challenge or be challenged:
 - **To challenge an opponent.** Select the person from the list, and then click the **Challenge** button. The other player should then click his or her **Accept** button to accept the challenge.
 - **If you are challenged.** If someone challenges you, you will see two buttons appear: Accept and Decline. Click on Decline if you are not ready to play.
- Wait for the Game Settings screen to appear.
- When the challenge has been accepted, the Game Settings screen appears (be patient— if you or your opponent have a slow Internet connection, this might take a minute or so).
- Chat with your opponent until you agree on the following:
 - **Where?** Decide what battleground you want to play on.
 - **Who?** Decide who takes the first turn. By default, the challenger takes the first turn, but this order may be reversed, or chosen randomly.
 - **Ranked or skill test game?** If both of you are registered, you must also decide whether you want to play a ranked game or a skill test game. (Ranked games count towards each player's rating, and therefore directly affect each player's overall rank.)

Once you have agreed on the game settings, click the **Start Match** button to begin. Only one person has access to the game options at a time. The person with options must wait until the other player clicks Start Match before receiving a Start Match button. If the options change at all, both players must click Start Match again.

From this point things proceed just as they did when you were playing the Computer Trainer, except now there's a thinking, blood-thirsty, power-hungry human on the other end of the game. Hope you brought a few "Power Slams" along...

Trading

Trading works only between registered players. To trade:

- Select the **Play Online** button from the main screen.
- Highlight the person you want to trade with and click the **Request Trade** button. Initiating a trade with someone is the same as challenging for a game. The person can then either accept or decline to trade with you. If your partner accepts, you will both be taken to the trading screen, described in the section below.

The Trading Screen

There are three columns of pages:

- **Left column.** Contains your playbooks. (This column is in red.)
- **Middle column.** Contains the pages that you want to offer to trade. You can drag pages from the left column to the middle column. Any pages in that column are visible to your trading partner. (This column is in gold.)
- **Right column.** Shows the pages your trading partner is willing to part with. (This column is in gray.)


Trading Basics

To offer pages for trade:

1. **Drag the pages.** Drag them from the left column to the middle (trading) column. You can drag as many pages as you like.
2. **Unlock your pages and pick the ones to trade.** Once all of the pages you are offering are in the trading column, select **Unlock** to allow for your partner to rearrange the pages in your trading column. At this point, your partner should also unlock his/her trading column (the top column) so that you can rearrange the pages he/she is offering.
3. **Lock your trading column.** Once you have both decided which pages you want to trade, lock your trading column and drag all of the extra pages back to the bottom.
4. **Execute the trade.** To execute the trade, click the **trade** button in the middle of the trading columns. If the other player agrees to the trade, you will then both get a **confirm** button. If both players confirm, then the trade will be completed and the pages in the two columns will switch places. It is possible to trade pages for nothing, if you want.


As soon as you confirm the trade, every page in the middle column will be traded for every page in the top column. This includes pages in the scrap pile. Be careful!

Helpful Hint: Resolving Unsuccessful Trades

In the rare instance where a trade might fail to complete for some reason, you must exit  *With Authority!*TM, restart, and log in using the same manager. The game will then connect to the server again to either complete or cancel the unresolved trade. Until this is done, additional attempts to trade with that manager will probably fail because the previous trade was partially completed.

Match Types and Ring Effects

Game Types

There are three different types of match types to play in  *With Authority!*TM; Regular, Hardcore and Steel Cage. Each of these match types has some unique game effects that you need to know so that you can plan your Playbook construction accordingly.

Regular Match Type

A regular match ends in one player pinning his opponent, or causing his opponent to submit. A player can also lose a regular match by being disqualified (DQ'd).

In a regular game, there are no special rules when you and your opponent are *inside* the ring. However, if you ever find yourself *outside* the ring (by page effects from such pages as “Clothesline Over the Ropes”) then there are some rules you should know:

- When outside the ring, all Takedown and Drop moves have a 50% chance of doing double damage.
- If you are outside the ring for 4 or more turns, each turn starting with the 4th there is a 50% chance that the game will end with both players being disqualified.

Steel Cage Match

Steel cage matches end when one player has successfully climbed the cage wall and exited the ring. A player can only attempt to leave the cage if his opponent is stunned or has 0 Hit Points remaining.

The following effects are present in steel cage matches:

- Pages that would send your opponent outside the ring do NOT send your opponent outside the ring (though any other effects on the page still take effect, such as stunning and damage).
- The following pages cannot be used in a Steel Cage Match: “That Was Three”, “The Brahma Bull!”, “Setup a Table”, “Steel Folding Chair”, “Distract the Referee”, “Hook The Leg”, and “Catch Him Stunned”. When other pages are made that let you pin your opponent, do a run-in or do anything else not usually seen in a Steel Cage match, those pages won’t work either.
- Players cannot be disqualified during a Steel Cage Match. Players will still accumulate DQ points as normal, but there is NO chance of a player being disqualified from the match regardless of how many DQ points he has.

Hardcore Match

In a Hardcore Match, players cannot be eliminated by being disqualified. Any page that would normally result in a player receiving DQ points will still give that player the DQ points, but the player has NO chance of being disqualified from the game, regardless of the number of DQ points he has accumulated. This also means that players cannot be DQ’d by remaining outside the ring for 4 or more turns, as is the case in a regular match.

The following effects are present in Hardcore matches:

- When a Superstar is in control and has 10 Momentum or more, a “Move Outside” button will appear on that player’s screen. Clicking this button will send both players to ringside.
- Pins and Submissions can take place at ringside. Going for the pin at ringside can help because your opponent can’t play “Grab The Ropes”!

The Pin Math

Whenever you go for the pin, or try to leave the Steel Cage, there is an equation the game uses to determine if you are successful in your attempt. Knowing this equation will allow you to maximize the percentage that your pin or escape will work.

Pin Math

Your chance of succeeding on a pin is a percentage chance:

START % + MOMENTUM BONUS + FINISHER BONUS

Momentum Bonus = (Your Momentum - Opponent's Momentum) x2. This can be a negative number.

Finisher Bonus = If your last connected move was a Finisher, 20. Otherwise, 0

Start% = Depends on opponent's current HP as it relates to his max HP:

-If your opponent has more than half HP left = -100%

-If your opponent has 33% to 50% HP left = -10%

-If your opponent has 25% to 32% HP left = 15%-If your opponent has 10% to 25% HP left = 40%

-If your opponent has less than 10% HP left = 65%







-If your opponent has no Hit Points left = 75%




If the final result of all of this is that the Pin Chance is greater than 95%, it is set to 95%. That is to say that no matter what, you always have a 5% chance to kick out. If you want a sure thing, go for a submission hold.




Escape Math

The equation that determines your chance of succeeding in an escape attempt during a Steel Cage Match is the exact same as for a pinning. However, remember that you can only attempt to escape from the cage if your opponent is stunned, or your opponent has zero Hit Points remaining.

Appendix A - Troubleshooting


- **Broadcast Interruptions.** Occasionally while playing  *With Authority!*TM you will see a dialog box that indicates Broadcast Interruption (a loss of internet connection, either to your opponent or to our servers) has occurred. When this happens  *With Authority!*TM will immediately attempt to reconnect to the other player (they're seeing the same message). *Do not quit  *With Authority!*TM* Instead, verify that you are still connected to the Internet. Due to Internet traffic, such a reconnection may take up to two or three minutes, though often they are resolved within a few seconds. Sometimes, due to Internet problems,  *With Authority!*TM will not be able to reconnect at all. If you've waited for over 45 seconds and the dialog has not disappeared, then you should quit the game (by pressing **Esc**) and try again.
- If you can see other players in the chat area but cannot see them typing anything and cannot see the text that you type appear in the chat window, try running  *With Authority!*TM with the /O command line option. This option enables a different system for receiving chat (similar to socket OOB data) that may help.
- If you are attempting to trade pages with another player and the trade fails for some reason, subsequent attempts to trade will probably continue to fail because the previous trade was not resolved. The solution is to exit the game, restart, and log in using the same manager. If the last trade attempt was not completed, the game will then check with the server to either complete or cancel the trade and will inform you of the outcome.
-  *With Authority!*TM has some sound effects that are available if you have a sound card. If you do not hear any sounds while clicking buttons in the game screen, first check the options by hitting the **Esc** key and make sure sounds are enabled. If sounds are enabled check your Windows Control Panel.


After running  *With Authority!*TM the first time there will be entries in your Control Panel's sound settings where you can set up sounds to be played when certain events occur in  *With Authority!*TM Make sure Windows sounds are enabled and there are sounds specified for the  *With Authority!*TM events.

- There are palette problems when running in 8-bit color mode. The game works, but might not look its best. Alt-Tab'ing in and out of other apps sometimes fixes the palette. This is a feature of Windows 95, not a bug in  *With Authority!*TM
- There are problems with some video card drivers, such as the Diamond Stealth 3D. If your screen is garbled when running  *With Authority!*TM, first try to get an updated driver from your vendor. If that doesn't work, you might try one of the standard Microsoft SuperVGA drivers on the Windows installation disc.
-  *With Authority!*TM works with AOL, but you need to check with them for instructions on installing 32-bit Winsock support. You must be running AOL version 3.0 for Windows 95.

- ATI video cards may cause a problem in seeing in-game videos (Titan Trons and video on pages). If you have an ATI video card, and experience any video problems, try turning off the hardware acceleration option for your video card. This usually solves the problem.

Rules, Legal Notices, Other Fun Stuff

Please read the  *With Authority!*TM license agreement. By installing and using the game you are agreeing to the license terms and you should understand those terms.

A large part of the  *With Authority!*TM experience is the online chat space. Please observe the same rules of conduct you would observe in any public place. Abusive or offensive behavior including excessive use of bad language will not be tolerated. Use good judgement.

Cheating, specifically by pulling the plug on your modem when you are about to lose, will not be tolerated. Since we can't tell the difference between that and an accidental disconnection we just count how many times it has happened and trust you not to disconnect intentionally. Don't break our trust and we won't have to revoke your registration.

Note that we may need to change the capabilities of some pages in the future if they are found to be too powerful, or not powerful enough, or otherwise imbalanced. GA reserves the right to change any card at any time, but we will try really hard to use this as a last resort.

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13. Company reserves the right to change the rules, behavior, and capabilities of the Program, Service and virtual collectible pieces.

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